Acclaim

ACCLAIM-ED!

THE COMPLETE ACCLAIM GUIDE TO 1994 AND BEYOND...

INSIDE:

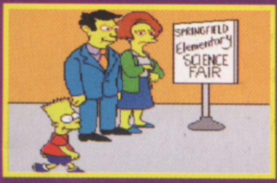
EXCLUSIVE!

MORTAL KOMBAT II

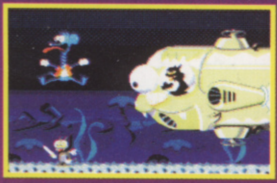
00 WINS
SUB-ZERO
00 WINS
SCORPION

1ST MEGADRIVE SHOTS !!

VIRTUAL BART


SPRINGFIELD Elementary
SCIENCE FAIR

ITCHY & SCRATCHY



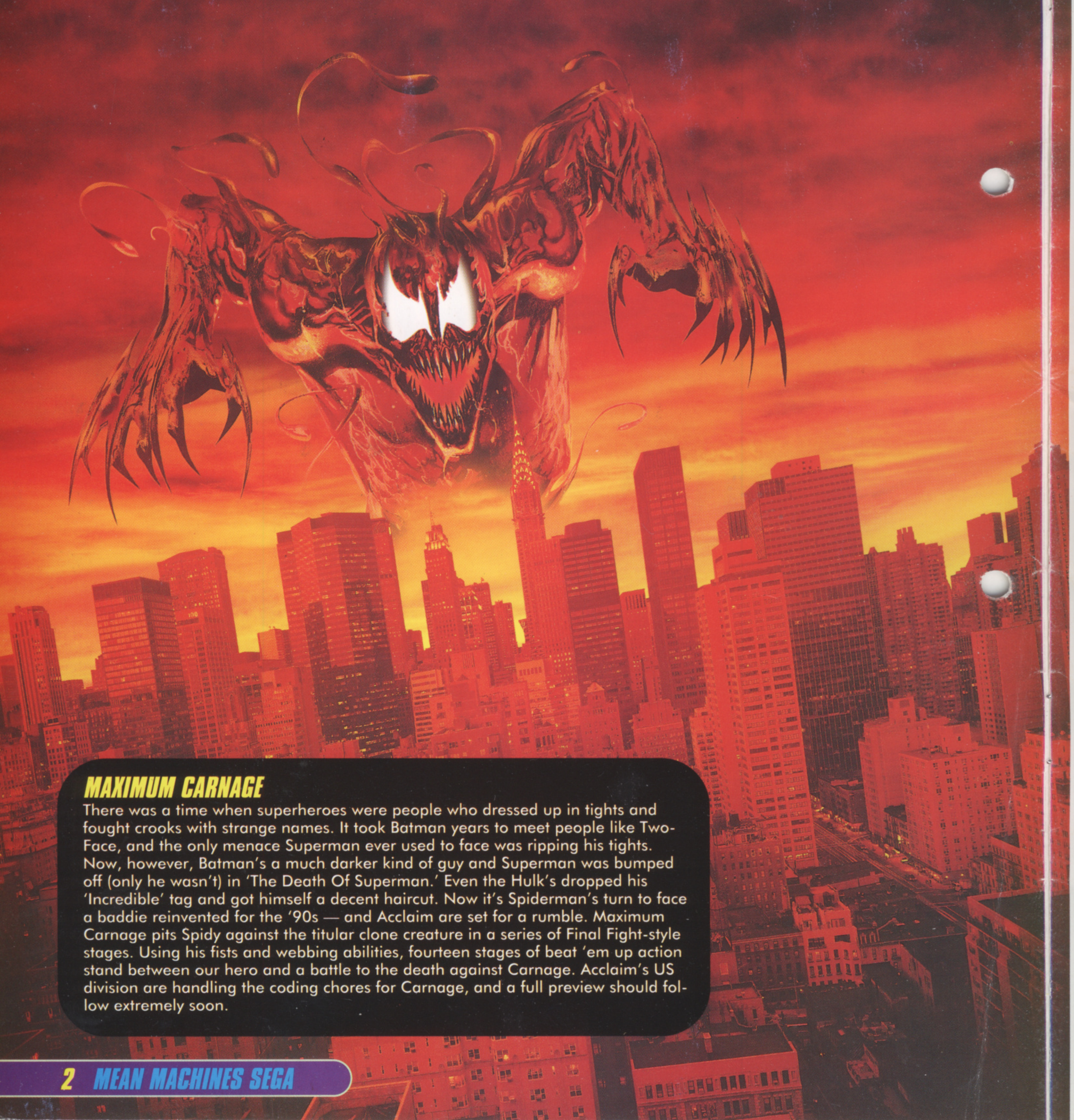
MAXIMUM CARNAGE

THE DUEL, DREDD, BATMAN FOREVER

COMPLETE ACCLAIM INDEX

MEAN MACHINES SEGA

COMING



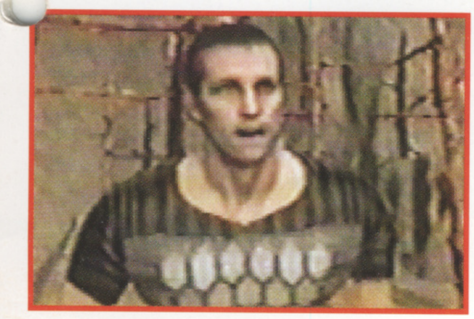
MAXIMUM CARNAGE

There was a time when superheroes were people who dressed up in tights and fought crooks with strange names. It took Batman years to meet people like Two-Face, and the only menace Superman ever used to face was ripping his tights. Now, however, Batman's a much darker kind of guy and Superman was bumped off (only he wasn't) in 'The Death Of Superman.' Even the Hulk's dropped his 'Incredible' tag and got himself a decent haircut. Now it's Spiderman's turn to face a baddie reinvented for the '90s — and Acclaim are set for a rumble. Maximum Carnage pits Spidy against the titular clone creature in a series of Final Fight-style stages. Using his fists and webbing abilities, fourteen stages of beat 'em up action stand between our hero and a battle to the death against Carnage. Acclaim's US division are handling the coding chores for Carnage, and a full preview should follow extremely soon.

SOON

THE NEXT LEVEL...

Acclaim's first move into next generation technology has been used to put together a smart-looking fight sequence. Duel exists as a rolling demo demonstrating what the new wave is capable of. The demo shows a humanoid fending off a attacks from a reptilian alien. During the demo, the action jumps from cut to cut in true cinematic form, with the action viewed from a number of angles. The sprites are massive, and were put together using techniques where the two actors playing the combatants playing out the moves, whilst a series of sensors linked to a powerful PC transfer their movement patterns into data. The sensors are positioned on key parts of the bodies and the PC links the points to create a skeleton which is fleshed out to the two characters seen on screen. Acclaim haven't decided what will happen with the system yet, but keep watching MEAN MACHINES for further info.



BATMAN FOREVER

The latest movie licence snapped up by Acclaim is Batman Forever, the third in the series. Joel Schumacher is directing, but as of yet, no details regarding the film's casting have been decided — for instance, Marky Mark and Will Smith, have been 'confirmed' as Robin, whilst the villain will be Two-Face (Tommy-Lee Jones) or The Riddler (Robin Williams)! Acclaim will be receiving a script to help storyboard the game, and both 32bit and 16bit versions are planned. A release date has yet to be confirmed.

STARGATE

Kurt Russell's latest big-screen endeavour is the subject of a new Acclaim game to be released towards Christmas. Stargate concerns a group of archeologists who stumble across a gap between space dimensions. Russell's military squad are duly drafted in to investiagte and eventually venture into the gaping hole. We'll have more details as and when they become available.

TRUE LIES

After the disappointment of Last Action Hero, Arnie returns in True Lies as a secret agent with a double life. However, as big Arn risks life and limb in a series of scrapes, his demure wife (Jamie Lee-Curtis) knows nothing of his career choice, and consequently has to lie to her about where he's going. Acclaim are currently busy storyboarding the game, and it should coincide with the film's release later this year.

MASTER-FUL NBA JAM

Boom-shaka-laka! Yep, now Master System owners can get to grips with NBA Jam, as the brilliant coin-op conversion is set to be released for the little 8bit very soon! In terms of gameplay and appearance, expect it to look just like its Game Gear cousin, as both systems have virtually identical chip layouts inside. In addition, we also believe that the game is to be bundled with a newly-designed Master System set to be released in August.

USHRA MONSTER TRUCKS

Truck racing is big business in the States, and now all the thrils and spills of steering a massive four-wheeler across a selection of tortuous dirt tracks is yours to experience. USHRA Trucks is viewed from behind the rolling truck as the player racers against like-minded Yorkie eaters for trophies galore. Bumps, jumps and tight corners are just a few of the hazards you'll face, and extra care must be taken not to roll your oh-so-pricey vehicle. USHRA is out in September.

ITCHY GAME GEAR

You can get a full taste of the Megadrive version of Itchy And Scratchy within these very pages, but Game Gear owners can also ready themselves for the arrival of Bart Simpson's fave cartoon heroes as they leap on to the handheld. The basic premise is the same as that of the Megadrive game — ie avoid Scratchy claws using whatever weaponry comes to hand — and we'll be reviewing it reet soon. As Shaw Taylor says: keep 'em peeled....

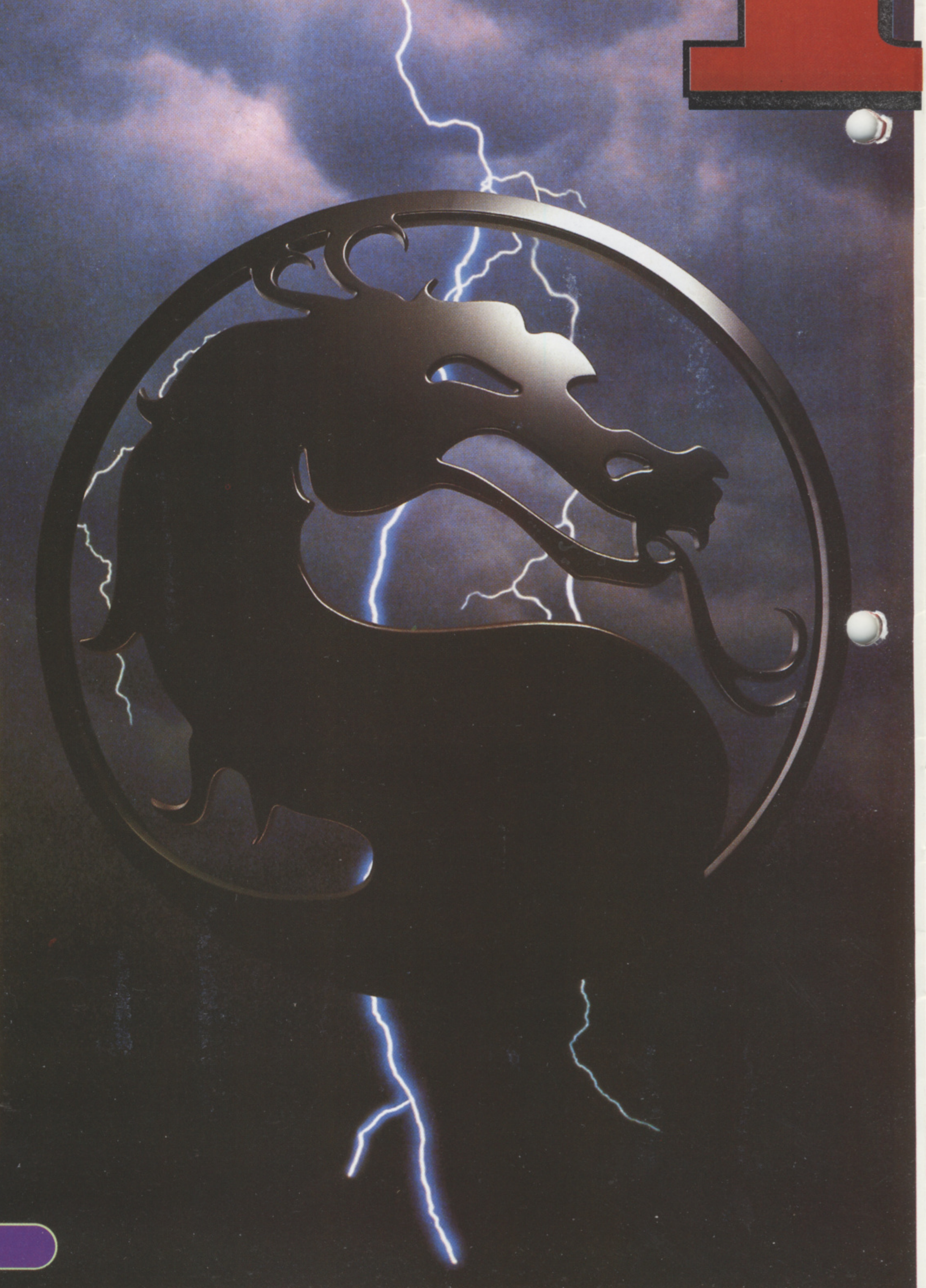
JUDGE DREDD

Whilst Mortal Kombat II is undoubtedly a bit of a smart licence, Acclaim have already stepped in to snap up next year's sure-fire smash film: Judge Dredd! Starring Sylvester Stallone as Mega-City One's hardest Judge, a film about 2000AD's greatest hero has been on the cards for years. However, at long last, preproduction on building a mini Mega-City One at Pinewood Studios has begun, and the film is scheduled for release sometime in 1995. According to a number of rumours, the film's plot is split between both Mega-City One and the moon prison of Titan where a rebellion has been the prisoners take over — as such, only Joe Dredd can sort it out. Details of how the game is shaping up are scarce, but a little birdy told us that Probe (the team behind Mortal Kombat II) are busy compiling the game. Ex0ect more details as the film nears completion.

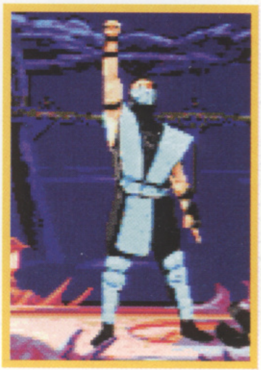
MORTAL

Without a doubt, Mortal Kombat II is the biggest licence of the year. Forget the myriad of clones we've seen in the last few months, this is the real thing. Needless to say, as soon as there was something to see of the Megadrive version, MEAN MACHINES SEGA was there. And this is what we saw...

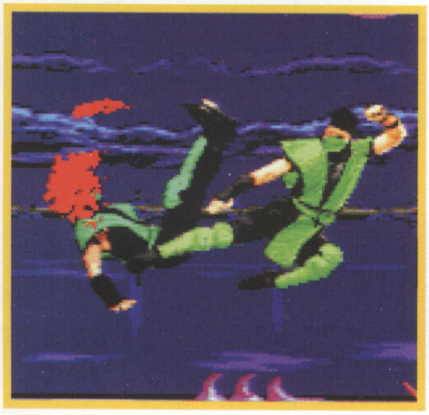
PROJECT	MORTAL KOMBAT II
PUBLISHER	ACCLAIM
INITIATED	NOVEMBER '93
RELEASE	SEPTEMBER '94
FORMAT	MEGADRIVE
DEVELOPERS	PROBE SOFTWARE

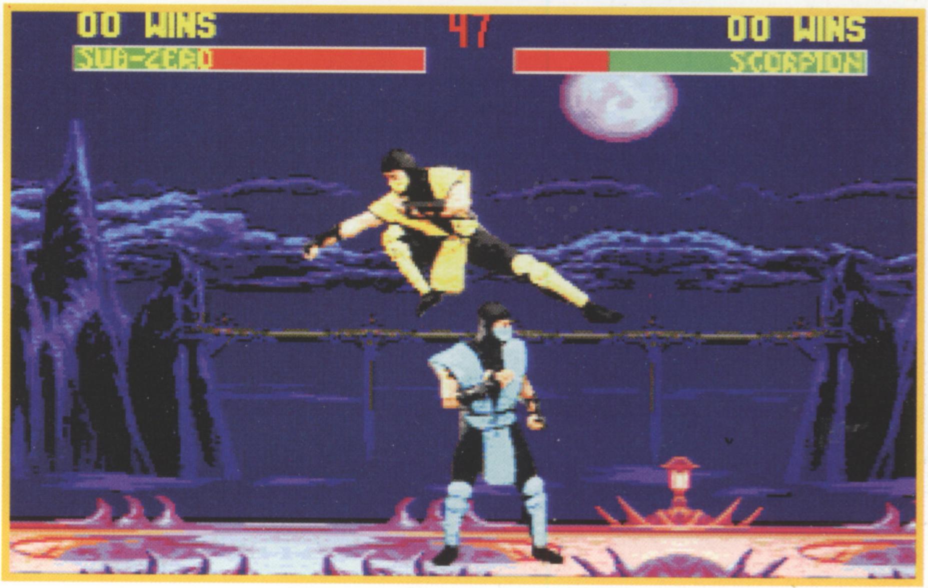


KOMBAT



It's here! Mortal Kombat II has been shrouded in secrecy since Acclaim announced they had the licence a year back. The only information released was that Croydon-based Probe Software, the team behind the Megadrive conversion of the first Mortal, was handling the programming chores. Since then, nothing. Now, after countless reader calls regarding Mortal Kombat II, we can finally reveal the first pictures of the Megadrive game.





At present, Probe's conversion weighs in at a whopping 48-MEG, but the final game will be a 24-MEG cart. Every feature of the Midway coin-op has been faithfully recreated, with each of the twelve characters' 'Babalities' and 'Friendships' ported over. In fact, in an attempt to ensure the conversion is as close as possible, Probe's team have 'sucked' the sprites over from the coin-op via a PC and recoloured them for the Megadrive. The version MEAN MACHINES saw featured three characters up and running — Scorpion, Sub-Zero and Reptile — against a single backdrop. However, the rest of the MKII gang are currently residing on a hard disk at Probe ready for insertion, as are the game's many backdrops.

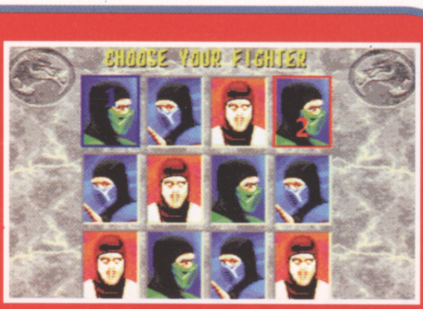
The following pages are here to act as a taster of what to expect of the conversion. MEAN MACHINES will be following its development through to completion. As such, for a full preview of all the moves, characters and bonuses, make sure you reserve a copy of the August MEAN MACHINES SEGA now...

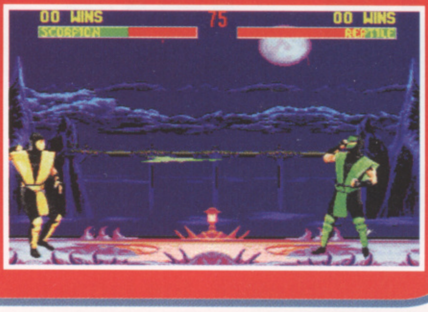
THE STORY SO FAR...

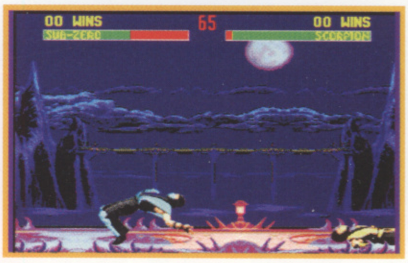
The events of the first Mortal Kombat revolves around the evil antics of Shang Tsung and his four-armed cohort, Goro. Tsung had holed himself up in a Shaolin temple, and, from there, worked on a plan to bring chaos to Earth. However, despite the attempts of seven fighters, it was a human warrior known as Liu Kang who eventually ended the old one's rule by killing Goro. Returned to the dark dimension whence he came, Shang Tsung was sentenced to execution by his lord, the eternally-evil Shao Khan. Begging for forgiveness, Tsung is given another chance to seize the Earth. This time, however, he plans to do it by bringing would-be combatants to his home territory...

MEET THE FOLKS

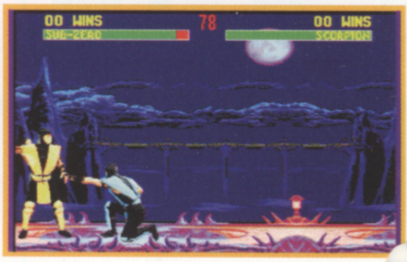
MKII features twelve fighters, five of which have survived the events of the first game. Gone are the likes of Sonya, but Scorpion, Raiden, Cage, Liu Kang, and Sub-Zero are all set to return with a host of better moves. The other seven characters, however, are completely new. There's Kitana, a dangerous female; Baraka, a mutant demon; Mileena, a girl who's background is shrouded in mystery; Jax and Reptile, the latter of whom is armed with deadly venom; and Kung Lao who's a fan of hat-tricks! Finally, the dozen is rounded off with the addition of Shang Tsung himself.


CHOOSE YOUR FIGHTER
2

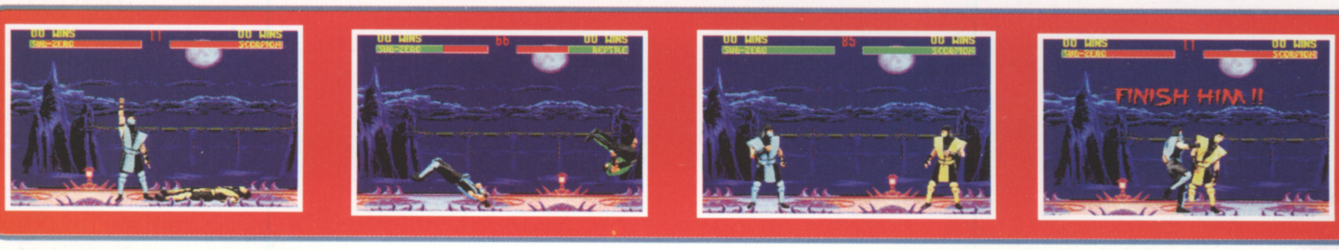

00 WINS
SCORPION
75
00 WINS
REPTILE


00 WINS
SUB-ZERO
65
00 WINS
SCORPION

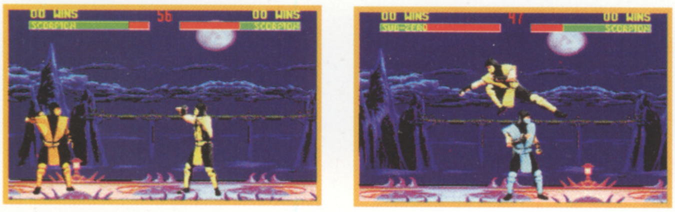
▲ *The aftermath of Sub-Zero's throw.*


00 WINS
SUB-ZERO
78
00 WINS
SCORPION

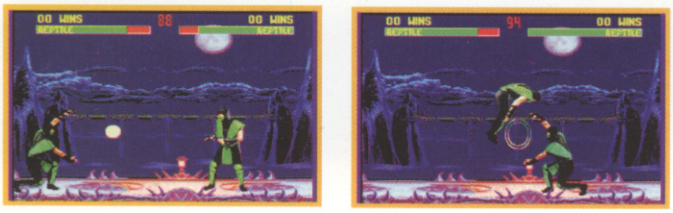
▲ *Sub-Zero sneaks in a low jab.*



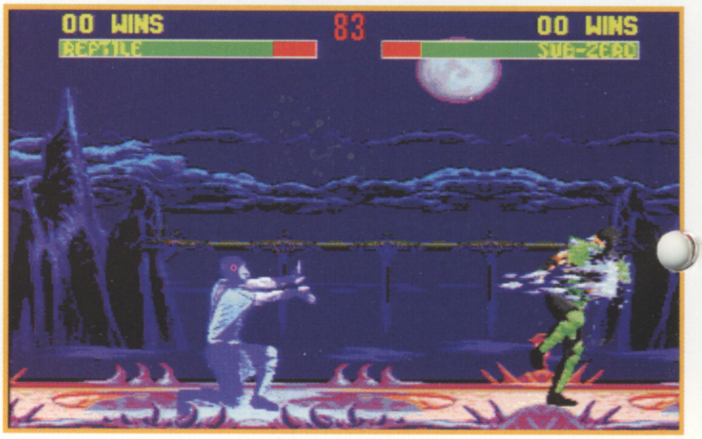
▲ *General Mortal Kombat II mayhem.*



▲ *Scorpion's block and leaping punch moves.*



▲ *Reptile's spinning ball move explodes as it nears his opponent.*


00 WINS
REPTILE
83
00 WINS
SUB-ZERO

▲ *Sub-Zero is frozen by his own energy bolt.*

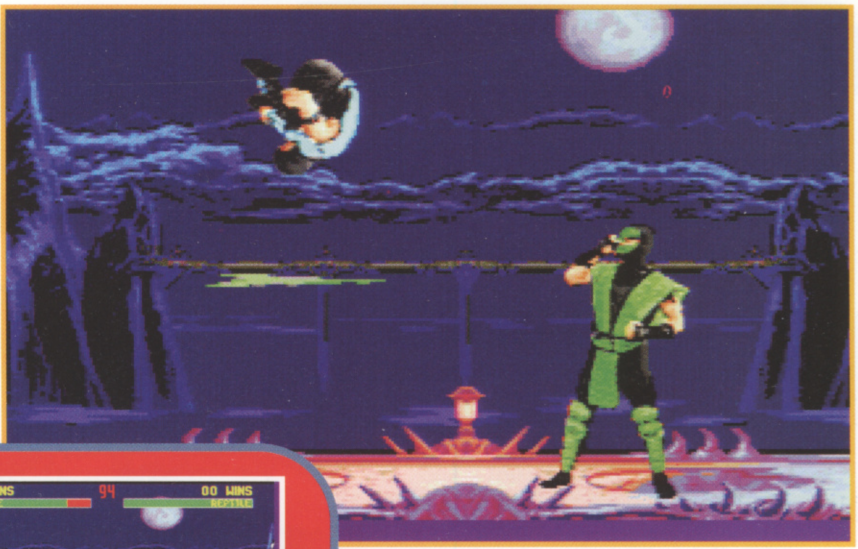
00 WINS
SUB-ZERO
44
00 WINS
REPTILE

BABY LOVE

Mortal Kombat II features two rather neat new ideas: 'Babalities' and 'Friendship' moves, both of which are effected via a series of joypad manipulations. The Friendships, for instance, depending on the character used, allow the victor to give something nice to his defeated opponent. Aaah! Likewise, the 'Babalities' run along a similar line, with the person on the receiving end regressed in years to a bouncing baby.

NICE PLACE YOU'VE GOT HERE

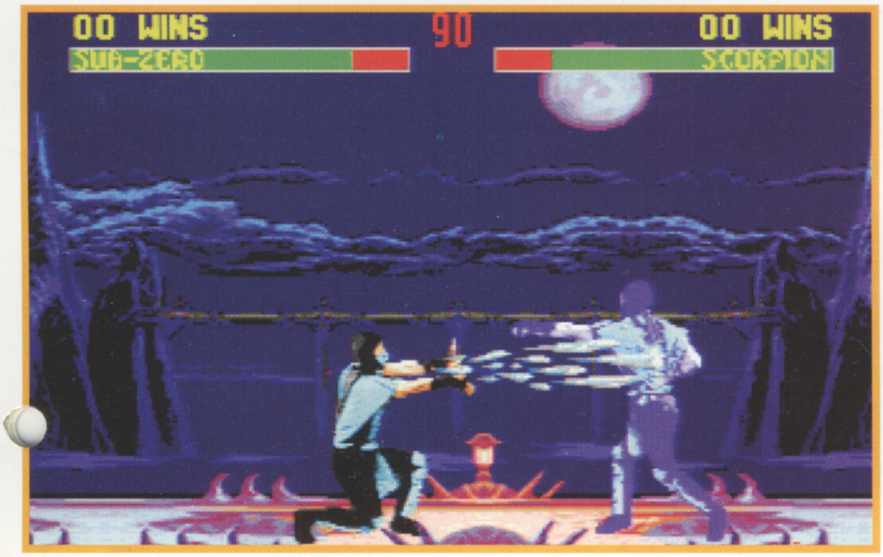
Shang Tsung's off-world palace offers a home territory for each of the combatants. These range from dungeons adorned with all manner of hooks to balconies set high above the surrounding area. And, as with the first game, Tsung's base also plays host to a series of pits — each of which contains a few extra surprises.

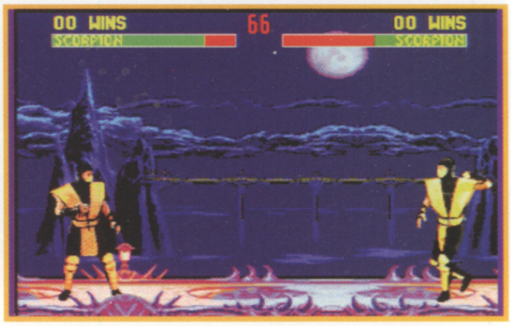


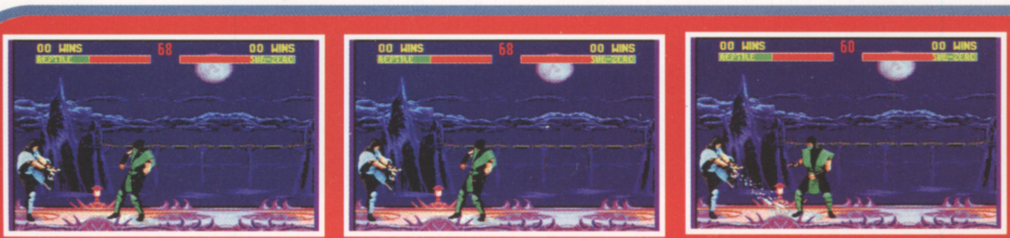
▲ *Sub-Zero somersaults to safety over Reptile's venom sneeze!*

00 WINS
REPTILE
88
00 WINS
REPTILE
00 WINS
REPTILE
94
00 WINS
REPTILE

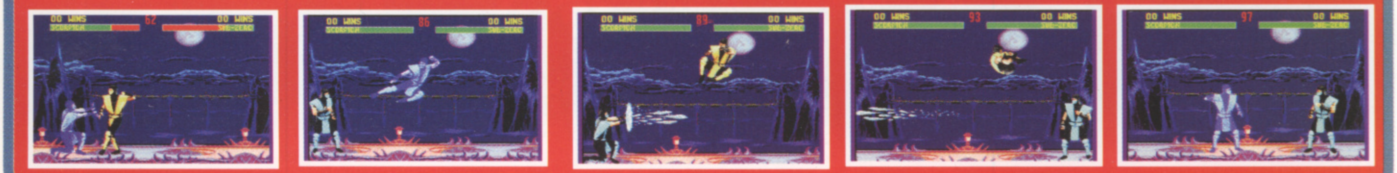
00 WINS
SUB-ZERO
44
00 WINS
REPTILE


00 WINS
SUB-ZERO
90
00 WINS
SCORPION


00 WINS
SCORPION
66
00 WINS
SCORPION



◀ Sub-Zero's freezing capabilities have been improved. He can now freeze the floor, causing any oncoming fighters to slip up.



▲ *Sub-Zero's fighting skills are revealed as he gets to grips with Scorpion and his own alter-ego.*

1 PLAYERS	
16 MEG	
RELEASE	AUGUST
BY	ACCLAIM
PRICE	TBA
GAME TYPE	PLATFORM

PERCENT COMPLETE

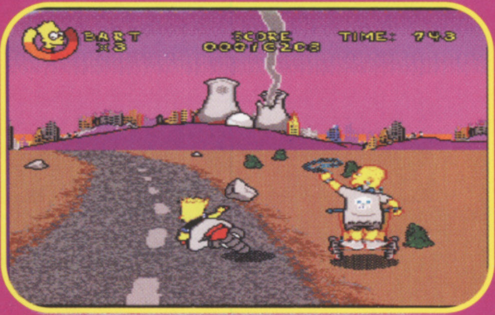
VIRTU

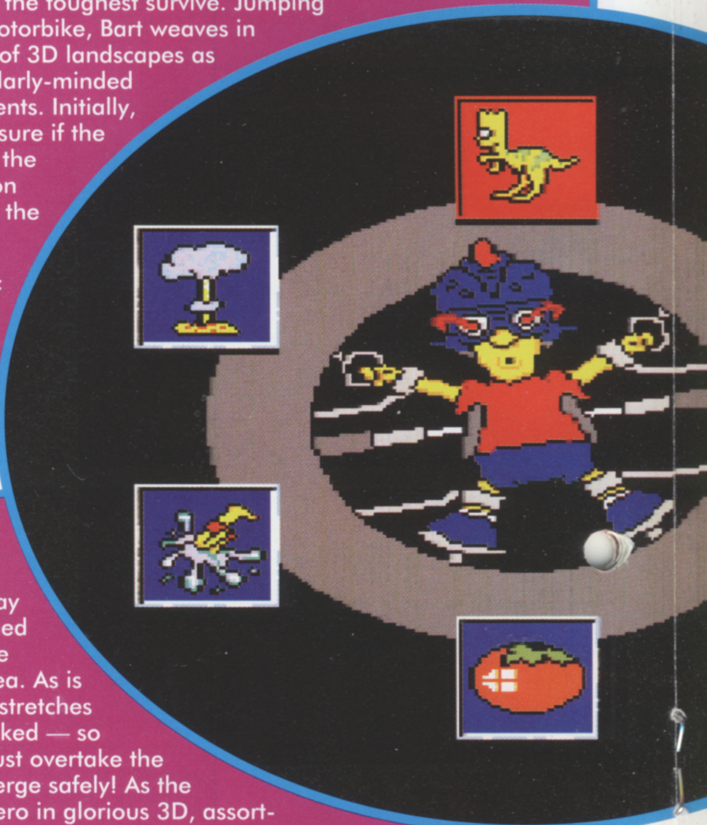
In past Acclaim games, he has been Vs The World, entered into a multi-stage Nightmare, and even had a bit-part in Krusty's Fun House. He is, of course, Bart Simpson – and now he's dabbling with Virtual Reality.

Using the same sub-game format of Bart's Nightmare, Virtual Bart starts with Bart exploring his school fete. All the usual stands are there, but it's an object resembling Nicky Campbell's Wheel Of Fortune that catches his eye: the latest in VR technology. Strapping himself in, the machine overloads and sends Bart spinning into six virtual worlds, each reminiscent of real life events. Needless to say, it's up to you to guide him back to the real world...

POST-NUCLEAR SPRINGFIELD

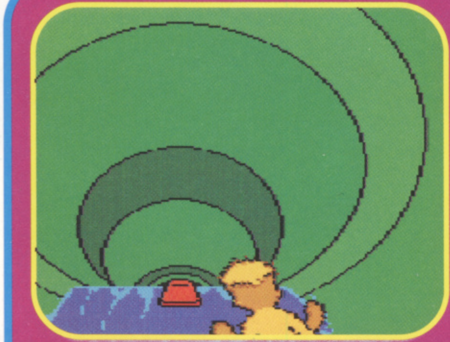
Springfield's nuclear reactor finally goes into overload and Bart is thrown into a Mad Max-style world where only the toughest survive. Jumping on to a handy motorbike, Bart weaves in and out a series of 3D landscapes as he fights off similarly-minded Springfield residents. Initially, Acclaim weren't sure if the Mode 7 effect of the Super NES version would convert to the Megadrive, but they seemed to have pulled it off admirably.

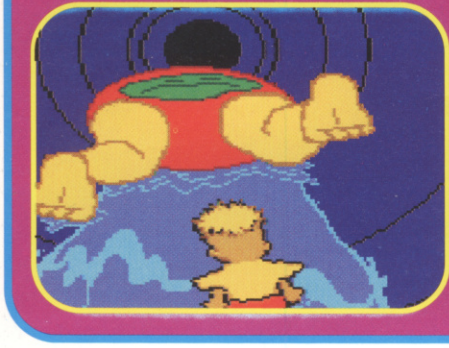


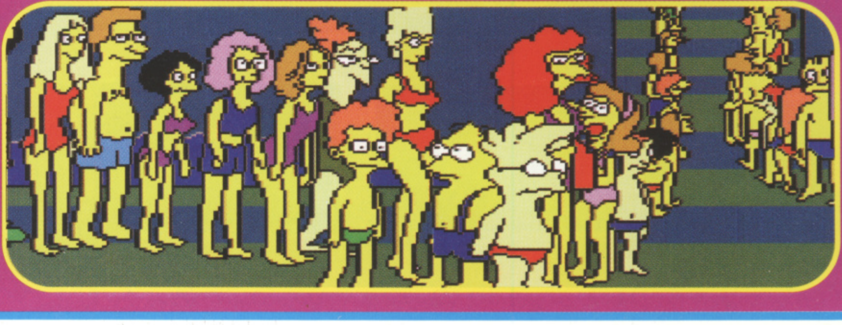


MOUNT SPLASHMORE

Bart makes his way to Springfield's famed water park, which boasts the biggest waterslide in the area. As is always the case, the queue stretches for miles and the ride is packed — so packed, in fact, that Bart must overtake the people within if he is to emerge safely! As the tunnel winds towards our hero in glorious 3D, assorted Simpsons characters get in the way, but there are a few handy bonuses to catch, too!



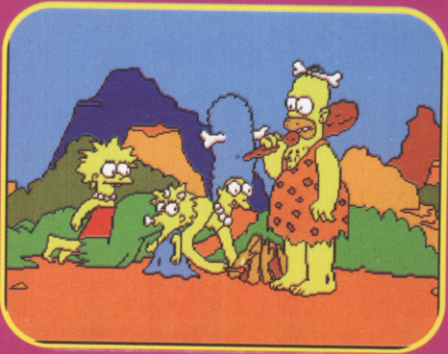


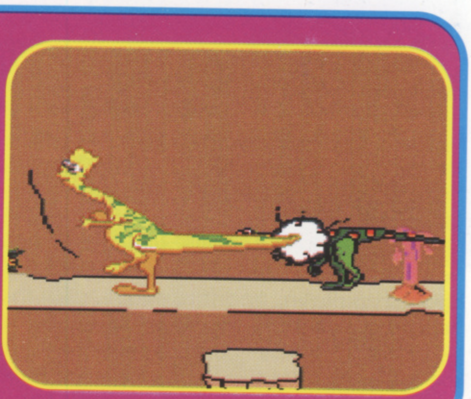


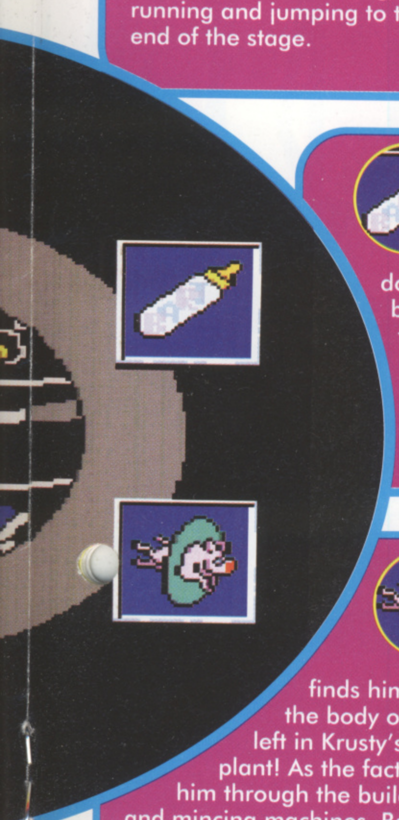
UAL BART

JURASSIC BART

Bart's head is superimposed on to that of a spindly dinosaur as he explores a platform world inhabited by all manner of flying predators and prehistoric members of the Simpsons clan. This level is basically a fight against extinction with the player using Bart's tail to fend of attacks from the assorted bad guys whilst running and jumping to the other end of the stage.

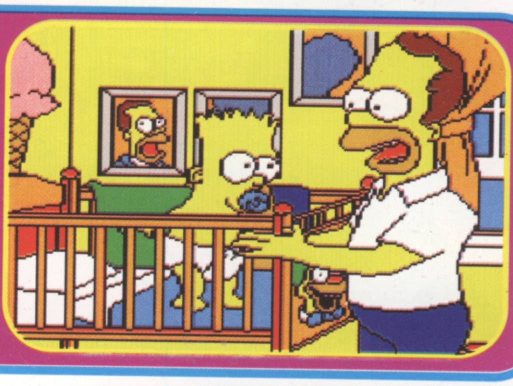






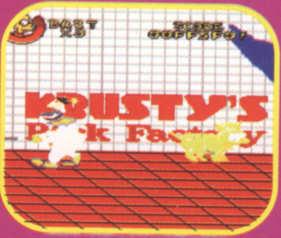
BABY BART:

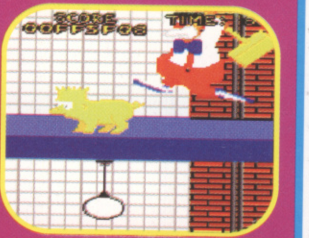
The ice cream man is about to pull away, and Bart finds himself stuck in a puny baby's body. Looking out the window, the terrible toddler sees a series of trees between him and a 99 with sauce, and decides to use their branches to swing across to the van. This may sound easy, but an assortment of dogs, cats and squirrels throw a number of spanners in the works. Thankfully, the timing of the swings is easy to pick up.

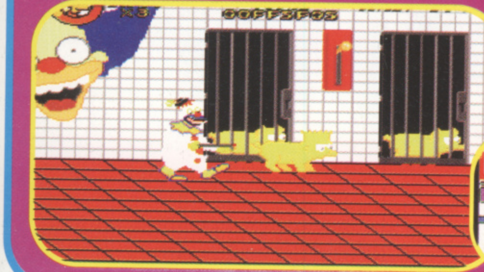


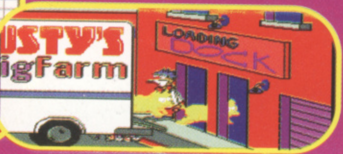
PORK FACTORY

Free the pigs! Bart finds himself trapped within the body of a Virtual Pig, and left in Krusty's pork processing plant! As the factory workers chase him through the building's cannery and and mincing machines, Bart must jump to open the doors where his porky pals are held. Keep an eye out for Krusty, however, as he's armed with a cattle prod which will stun Bart into submission.



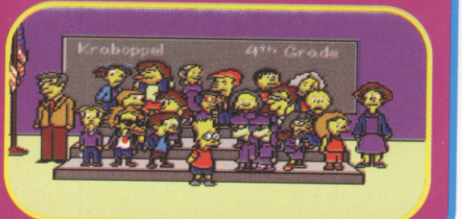






SCHOOL PHOTO

Bart stands at the bottom of the screen, as the good pupils of Springfield School wander to and fro on their way to line up for the school photo. Armed with his trusty tomato collection, Bart must splatter as many of the passers-by as possible. The strength of each throw is determined by watching a yellow marker move into the screen, and pressing the firebutton when it reaches the required distance. Hazards come in the form of passing cars and distinctly unfriendly policemen.

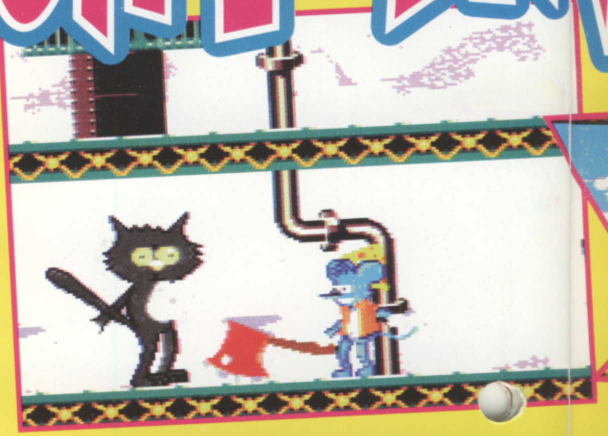


1 PLAYERS	RELEASE	OCTOBER
8 MEG	FORMAT	MEGADRIVE
	PRICE	TBA
	GAME TYPE	PLATFORM
PERCENT COMPLETE	🟥🟥🟥🟥🟥🟥🟥🟥🟦🟦	

More violent than Tom and Jerry, sicker than a two-year-old eating four bags of Skittles. It could only be Itchy and Scratchy, Bart Simpson's cartoon heroes, and the subject of a new platform game from Acclaim. For those of you with your heads in the sand for the past few month, Itchy and Scratchy are a cartoon within the Simpson's cartoon, and their skits comprise of minute-long vignettes which always end painfully for Scratchy the cat.

ITCHY AN

Acclaim's game remains true to this simple premise, with the player guiding Itchy the mouse across a series of themed stages as they continually strive to avoid the callous cat's clutches. Each level is based on one of their past TV escapades, and takes them into undersea worlds, on to a Spanish galleon, and into space, with the weapons available changing to suit each location — as such, cutlasses and rayguns will feature in the latter two. Veteran development team, Bits, are responsible for bringing Itchy to the Megadrive and Game Gear, and it should hit our screens sometime in September.



GO CATS
RED HOTS
C

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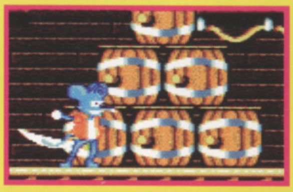
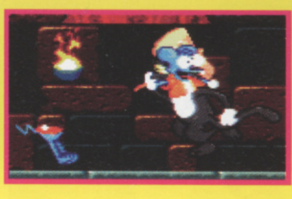
FELINE GROOVY

Weaponry plays a massive part in the Itchy and Scratchy cartoons, with the pair grabbing all manner of hammers, chainsaws and bazookas in their chase to the death — and Acclaim have ensured the game is extremely true to their TV (mis)adventures. During the course of the game's nine stages, Scratchy is electrocuted, cut in half, decapitated, drowned, and flattened. It's not all bad news for our feline friend, though, as he has access to larger vehicles which are brought on as the game's 'Bosses' and require several hits from whatever Itchy is carrying before the next level is unveiled.

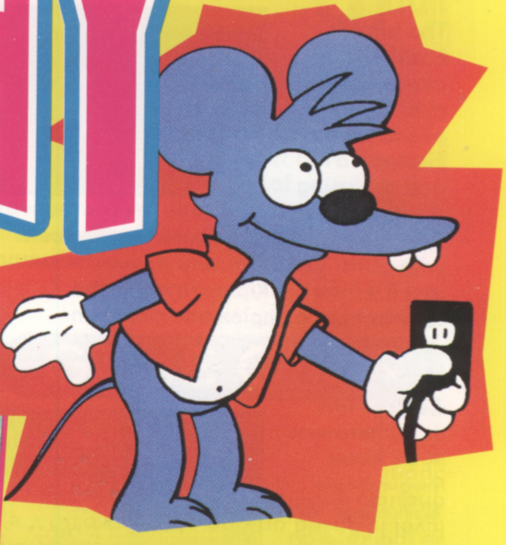




FOLLOW THE LEADER

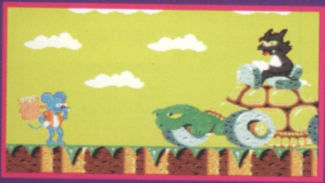
Scratchy's pursuit spans seven stages (one of which is secret) with the troublesome tomcat losing one of his lives at the end of each. The chase starts in the Prehistoric er, containing all the usual clubs and dinosaurs we have come to expect from such cartoons, and the action moves on to a galleon, a mediaeval village, and into a factory. For the most part, the game is an eight-way-scrolling affair, but Acclaim are aiming to incorporate a few bonuses into the game, which will become particularly apparent during the space and under-

ND SCRATCHY

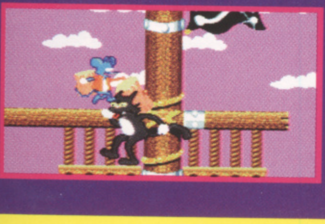


▲ *Something which rarely happens in the cartoon — Itchy gets his!*

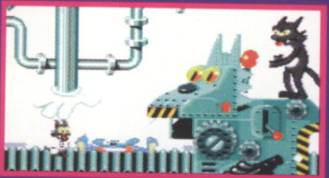
Prehistoric: Itchy's ready to go clubbing — literally!



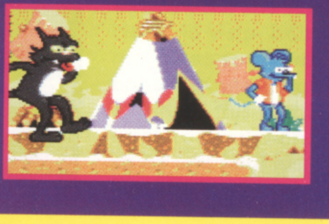
Spanish galleon: Get ready to buckle that swash...



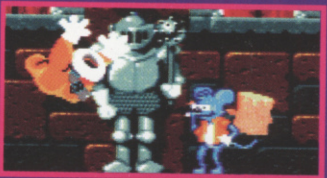
Factory: Conveyor belts are the main hazard here. Oh, and giant crushers.



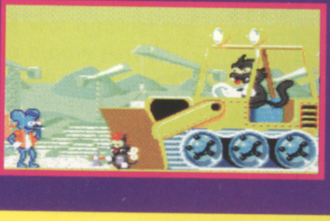
Wild West: Rootin' tootin' action — with hammers!



Mediaeval: Catapults and maces form the entertainment here.



Building Site: Cranes and girders make up this stage.



Mystery Level: Originally, the game's final level was to be set in Bart Simpson's house, but this has been changed for a level which won't be revealed until the other six have been completed. However, the level will also be slightly bigger than the rest, allowing for a grande finale between the battling twosome!

?

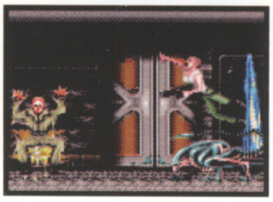
MEGADRIVE:

ADDAMS FAMILY

THE MUSIC ROOM

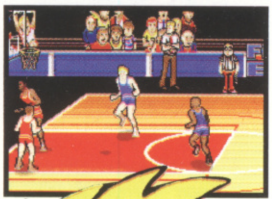
Creepy, kooky, and ooky — Gomez, Morticia and their delightful kids, Puggsy and Wednesday, leap on to the Megadrive in this Mario-style platformer. A wicked property developer plans to steam-roller Chez Addams and has kidnapped Gomez's family to force him to move. No chance...

ALIEN 3

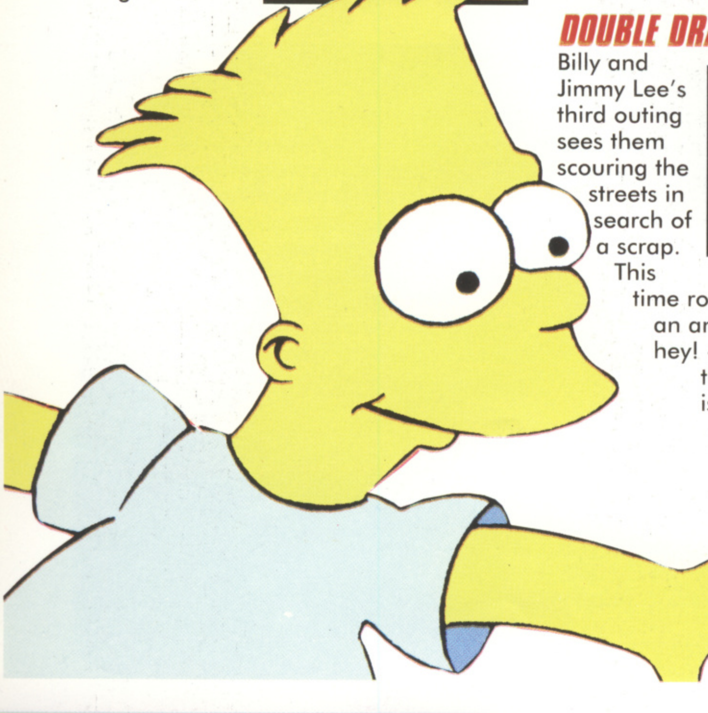


The bitch is back! The aliens have overrun the prison planet of Fiorina 161, and are using the convicts to host their new born. Armed to the teeth with guns, grenades and flame-throwers, it's time for Ripley to enter the labyrinthian complex and get even.

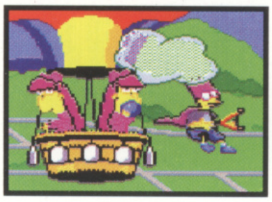
ARCH RIVALS



Before NBA Jam there was Arch Rivals. Two-on-two Basketball larks in this veteran Acclaim Megadrive game, with three-pointers and dummy tackles galore.

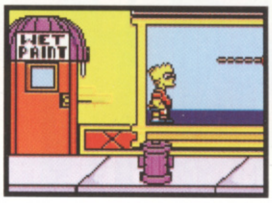


BART'S NIGHTMARE



Whilst poring over an essential homework assignment, Bart nods off and finds himself in a dream world where all his worst nightmares have come true. Only by solving the assorted sub-games can he wake himself up in time to finish his essay and avoid the dreaded 'F' mark.

BART VS THE SPACE MUTANTS



The first Simpsons game. Aliens have invaded Springfield and are threatening to take over the world in true B-Movie style. Only one person can stop them: Bartholomew J. Simpson. We're doomed...

CHAMPIONS WORLD CLASS SOCCER ENDORSED BY RYAN GIGGS

Manchester United's welsh wonder gets his own game as the coders behind the John Madden series bring his silky skills to a Megadrive near you. Pick one of several International sides and guide them to victory in the tournament to end all tournaments.

DOUBLE DRAGON 3

WEAPON
POWER

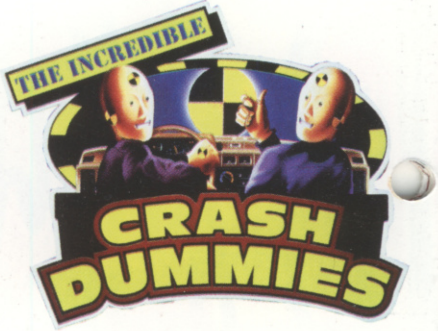
Billy and Jimmy Lee's third outing sees them scouring the streets in search of a scrap. This time round, they're searching for an ancient jewel, too, but — hey! - that's not going to stop them busting a few chops is it?

FERRARI GRAND PRIX

The Megadrive equivalent to the classic Pole Position coin-op. A 3D racer sponsored by the Formula One heroes themselves, and with more options than a slimmer's larder.

GEORGE FOREMAN BOXING

Reminiscent of the old Frank Bruno game of many moons back, George Foreman enters a binary ring against all manner of computer-controlled opponents.



INCREDIBLE CRASH DUMMIES

Fresh from their Volvo ads, the incredible Crash Dummies are falling apart — literally! Their test centre has been overrun by an evil professor and only Spin and Slick can get it back. But only if they can keep their heads. And arms. And legs.

KRUSTY'S FUN HOUSE

Bart Simpson's favourite clown gets down to some serious rodent control as mice overrun his clown palace in this scrolling puzzler. Act like the Pied Piper and lead those critters to their deaths, with the likes of Bart, Homer and Marge helping with rat-killing equipment Rentokill would die for! Classic puzzling fun.

MORTAL KOMBAT

Get over here! The most popular beat 'em up ever makes it to the Megadrive. All the coin-op faves are here: Goro, Sub-Zero, Sonya and Raiden — as are their assorted special moves.

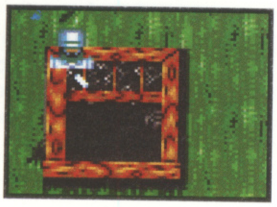
NBA JAM

The most popular coin-op of 1993 slam dunks its way on to the Megadrive. Multi-player action as a number of NBA teams battle it out for court supremacy, alongside US President, Bill Clinton, and his sidekick, Al Gore — if you can find them!

REDATOR 2

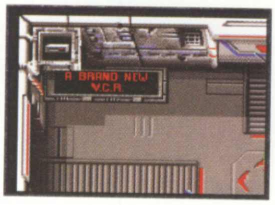
He's in town with a few days to kill — not mention half of LA's populace! It's 1996 and Los Angeles is in the middle of a massive gang war. The Predator's here to even things out a little, but as Inspector Harrigan, you've got to run it in before it runs amok.

ROBOCOP 3



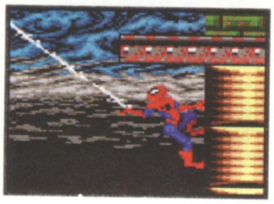
Uphold the law as Robo's first Sega mission beats the third film to our screens. Cyberpunks, Samurai droids, and a rogue SWAT team are just a few of the hazards thrown at you by the conniving and-sos at OCP.

SMASH TV

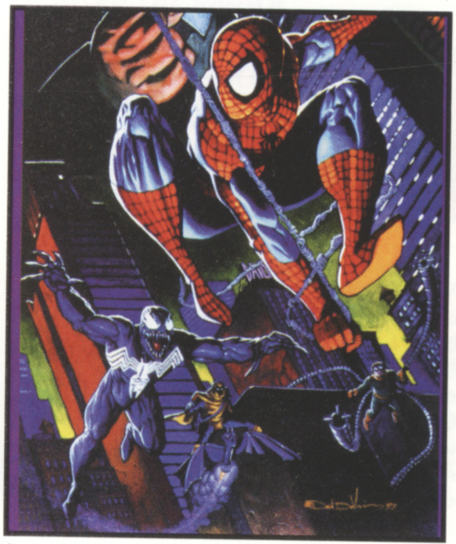


Mix countless shoot 'em ups with Play Your Cards Right and what do you get? Smash TV, that's what. One or two-players team up to collect as many prizes as possible in a trail of solid destruction. Good game, good game.

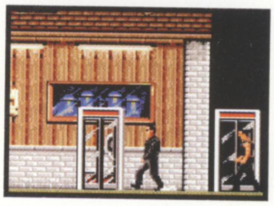
SPIDERMAN/X-MEN: ARCADE'S REVENGE



A conversion of the Super Nintendo game. Spiderman and his X-Men colleagues must split up and locate the entrance to Arcade's lair using their individual skills. Bosses aplenty stand between them and Arcade, though.



TERMINATOR 2: ARCADE GAME

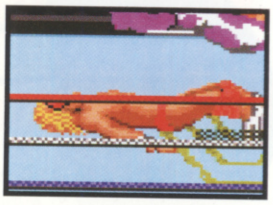


A different slant to the battle against the machines — this time an Operation Wolf-style 3D blast. Starting in the future in a tortuous battle against Skynet's robotic legions, the player is then thrown back to find John and Sarah Connor before facing off against the shape-shifting T1000.

TERMINATOR 2: JUDGMENT DAY

Hasta la vista, baby. The war against the machines continues as a binary Arnie fights the seemingly indestructible T1000 in this multi-stage arcade/adventure. Your mission: protect John Connor so he will fulfil his destiny to destroy Skynet.

WWF ROYAL RUMBLE



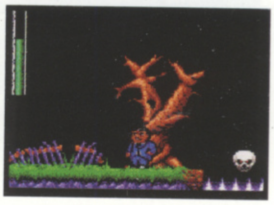
More spandex shenanigans as the Hulkster, The Undertaker, and the rest of the sweaty grapplers team up again for another bout of wrestling japery. Tag matches, out of ring fights, and more rounds than a sandwich convention.

WWF SUPER WRESTLEMANIA

The only chance most of us will get to battle alongside or against Hulk Hogan. Pick a fight with any one of your favourite WWF wrestlers, and grapple them to the ground before they do the same to you.

GAME GEAR

ADDAMS FAMILY

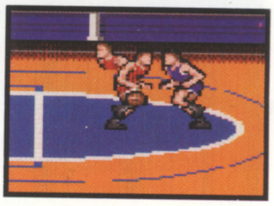


More puzzle-based than its 16bit cousin, Game Gear Addams again sees Gomez scouring his ooky, spooky house for his family, but with a more cerebral plan than simply bum-bouncing them.

ALIEN 3

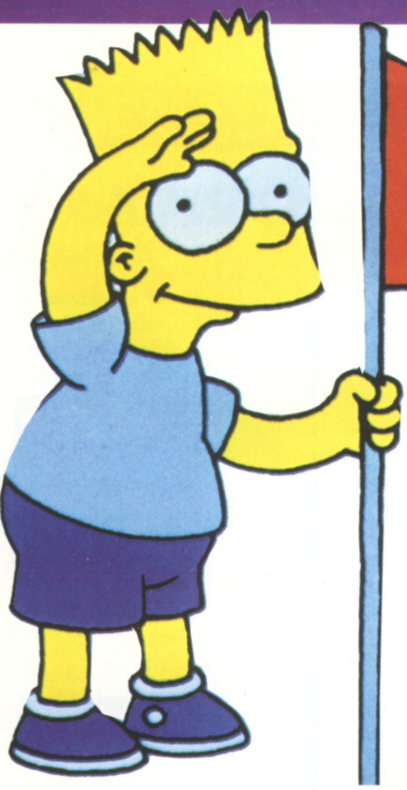
Fiorina 161 has a problem: the prisoners are being used as food and hosts for a new breed of aliens. Thankfully, Ripley has arrived with a bag of guns just in time to help them out and put an end to the alien menace for good.

ARCH RIVALS



Junior Basketball. A conversion of the Megadrive game, with the two-on-two teams eroding your batteries in a series of tournaments.

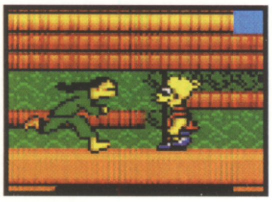
GAMES INDEX



BART VS THE SPACE MUTANTS

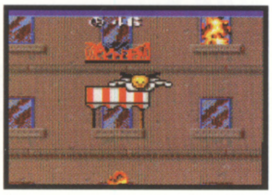
Bart's battle against the tentacle-headed space critters makes it to the handheld. Object-related puzzles ahoy as Springfield is condensed on to your Game Gear's tiny screen.

BART VS THE WORLD



Eek! Bart's back in another multi-stage extravaganza which sees him walking into a number of game styles. There's puzzles, platforms and blasting action ahoy — not to mention a rather imposing pirate ship.

INCREDIBLE CRASH DUMMIES



Slick and Spin are back to save the day. This time they're ready to risk life and limb in a number testing scenarios. Crashing cars, diving from immensely tall buildings and skiing — 's all part of an average day for a Crash Dummy.

KRUSTY'S FUN HOUSE

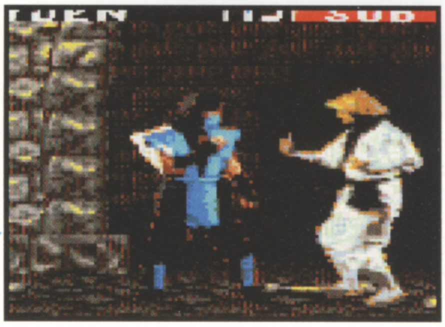
Krusty's pest control centre sees Bart, Homer and Marge joining in with all manner of rat-killing machines — providing Krusty an steer the critters there first.

MORTAL KOMBAT

Do you really need to be told about this?

MORTAL KOMBAT
MIDWAY

Midway's coin-op has been faithfully recreated for the Game gear with all the moves, characters, and backdrops of the original.



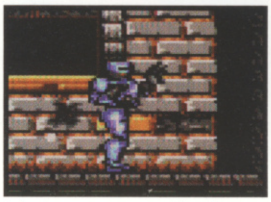
NBA JAM

Boom-shaka-laka! NBA Jam slams on to the little handheld. All the 16bit game's teams and scorching shots are there. But is President Clinton?

PREDATOR 2

Silent, invisible and deadly, the Predator is stalking LA. The year is 1996 and the ton is basking in heat and crime waves. The last thing you need is a gang war, and an attack from the intergalactic big game hunter.

ROBOCOP 3

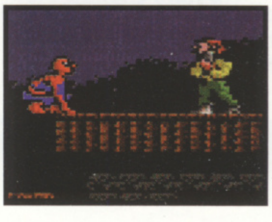


You have thirty seconds to comply. Robocop, psychotic cyberpunks and a decidedly dodgy SWAT team battle it out for supremacy in the streets of New Detroit.

SMASH TV

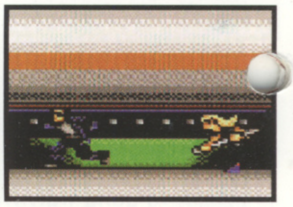
Come on down, the prize is right! The oddball arcade game show where kills mean prizes is here! Smash TV makes the likes of You Bet! and Talking Telephone Numbers look like a walk in the park.

SPIDERMAN



It's villain party time, as Spidy comes up against Venom, Kingpin, Lizard, Doc Octopus, Sandman and more in this scrolling web-sling 'em up. Keep an eye out for the evil Hobgoblin, too...

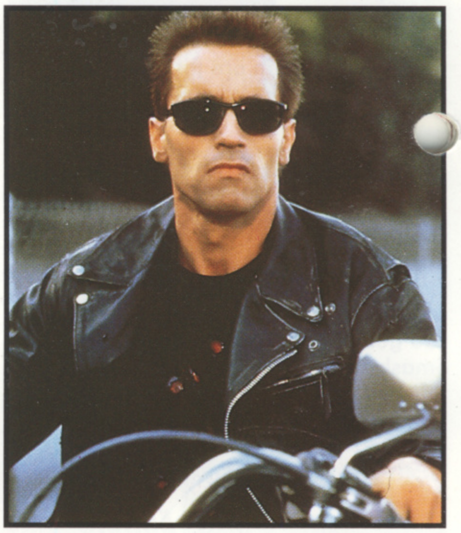
TERMINATOR 2: ARCADE GAME



Yep, it's another chance to battle the machines. Every aspect of the gun-toting coin-op has been recreated, from the battle in the Cyberdyne building to the final confrontation against the T1000 in the steel mill.

TERMINATOR 2: JUDGMENT DAY

Ever seen a dwarf version of Arnie? Now's your chance as the Megadrive arcade/adventure is reduced in stature to appear on a Game Gear near you. The battle for the future has begun. Again.



WWF WRESTLEMANIA: STEEL CAGE

Minuscule Hulk Hogans and his chubby mates burst on to your Game Gear screen as they use some of the strangest grappling moves known to man to KO their opponents. And they say this isn't a real sport.

You too can wear your hair in plaits and seek refuge from Big Daddy and Giant Haystacks in Acclaim's WWF licences...

MASTER SYSTEM

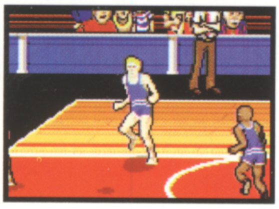
ADDAMS FAMILY

More platform antics as Gomez once again goes in search of his beloved, Morticia, and the other oddball members of the family. Make your way into Chez Addams and try to locate their whereabouts – if you dare!

ALIEN 3

Fiorina's bug problem is getting decidedly out of hand, so alien-splatter, Ripley, is here to save the day. Chestbursters, alien warriors and more guns than a John Wayne western — sounds pretty idyllic to us...

ARCH RIVALS



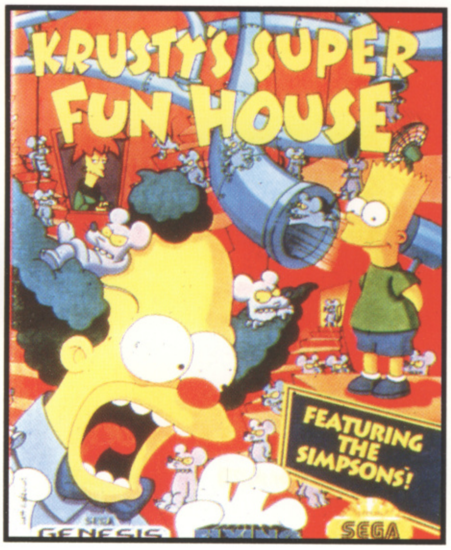
Arch Rivals is a conversion of an old Basketball coin-op which won mucho acclaim (no pun intended) when it was released a few years back. This conversion features all the slam-dunking two-on-two action of the original machine.

BART VS THE WORLD

Sub-games ahoy, as Bart is dropped into a number of different scenarios. A pirate ship awaits his exploration, a sliding block puzzle of dear old Marge must be completed, and that's before the real puzzles kick in!

KRUSTY'S FUN HOUSE

No matter where that poor clown goes, those pesky mice go too! Krusty's Master System funhouse features all the traps and puzzles of the 16bit game, with Bart and Homer making cameo appearance along the way.



MORTAL KOMBAT

You may have heard of this one before! Six fighters await your control as the evil Shang Tsung and his sidekick, Goro, pit you against the finiest combatants in the land. Your reward? To take on the diabolical duo themselves afterwards.

ROBOCOP 3

Your prime directive: kill everything that moves in this scrolling shoot 'em up. Virtually identical tot he Game Gear version, with all the felons you can imagine waiting to be brought in.

SMASH TV

Master System destruction galore, as video gaming's weirdest game show makes it to the 8bit. Prizes are awarded for deeds of mass destruction — although the player can only collect them if they can stay alive long enough!

TERMINATOR 2:JUDGMENT DAY

Skynet's shape-shifting T1000 refuses to lie down and die, so Arnie is once again drafted in to save the future. Starting outside the biker's bar of the film, the player guides our resident friendly Terminator through to a final battle against the morphing machine

MEGA -CD

MORTAL KOMBAT

Take the original coin-op, add a digitised intro lifted from Acclaim's TV advert, and you have the close Mortal conversion yet. This CD version features smoother animation than its cartridge cousins, too.

WWF: RAGE IN THE CAGE

Not only are you invited to watch as miniature Hulk Hogans and Randy Savages perform piledrivers and slams on each other, but you can watch them in a selection of digitised action replays, taken from real-life WWF contests!

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Art Editor: Claire Coulthard
Production: Gus Swan
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TO BE CONTINUED ...